	RESOLUTION NO					
WHEREAS, the Board budget for fiscal year 2004; and	of County Commissioners of Leon County, Florida, approved a					
WHEREAS, the Board Statutes, desires to amend the b	of County Commissioners, pursuant to Chapter 129, Florida udget.					
Leon County, Florida, hereby a	BE IT RESOLVED, that the Board of County Commissioners of mends the budget as reflected on the Departmental Budget ched hereto as Attachment 3 and incorporated herein by reference.					
Adopted this 13th day o	f July, 2004.					
Attest: Bob Inzer, Clerk of the Leon County, Florida	Leon County, Florida by: Jane Sauls, Chairman Board of County Commissioners Court					
by:						

Approved as to Form:
Leon County Attorney's Office

County Attorney

Herbert W. A. Thiele, Esq.

by: __

						Attachment #	
	DE	PARTM	ENTAL BUDGET AMENDM	IENT REQUEST FO	RM	Page 2	2004
DATE:	July 7, 2004			COUNTY ADMINISTRATE	OR:		
AGENDA DATE:	July 13, 2004	 					
AGENDA ITEM #:				MANAGEMENT & BUDG	ET DIR	ECTOR:	
DEPARTMENT: Legislative Administrative Community Services Community Development Management Services Public Works Other Leon Cout			ty Sheriff's Office/Division of Emergency Management				
PROGRAM DIREC	<u>-</u>	*		GROUP DIRECTOR:			
Richard R. Smith							
	ount Number g-Object-Program)		Account Description	Increase Revenue Decrease Appropriation		Decrease Revenue Increase Appropriation	DX
125-951075-33128	1-000	Homeland	Security Grant	\$182,674.00			
125-951075-58100- 125-951075-53100- 125-951075-53100- 125-951075-53100- 125-951075-58100-	-521 -521 -521	Homeland Homeland Homeland	ncements - Sheriff Equipment Security Grant/Local Planning Security Grant/Local Exercises Security Grant/All Discipline Training min Expense			\$ 26,514.00 \$ 101,564.00 \$ 20,089.00 \$ 29,758.00 \$ 4,749.00	
			Total	\$182,674.00	····	\$182,674.00	
Explanation: Federa	al grant through State of Flo	rida, Departa	ent of Community Affairs, to complete eli	gible Homeland Security projec	ts.		
Approved By:	■ Board of County		l	X Resolution Motion			
County Administrator			(Routine)	☐ Motion			